



Sample Game Instructions
and
Rule Book

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Publisher
U.S. GAMES SYSTEMS, INC.
179 Ludlow Street, Stamford, CT 06902 USA

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Dragon Hunt Card Game

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99 10 9 8 7 6 5 4 3 2 1

Printed in China

U.S. GAMES SYSTEMS, INC.
179 Ludlow Street, Stamford, CT 06902 USA
www.usgamesinc.com

DRAGON HUNT

Part I: Sample Game

The sample game is designed to demonstrate basic game play. Do not shuffle the cards before playing the sample game—they are in a preset order. If you need to prepare the cards to play the sample game again, see page 24 to put cards in the correct order.

Do not include the cards in the booster pack when playing Dragon Hunt or the sample game. The complimentary booster pack contains a sample of cards from the trading card game Wyvern. They will not work with Dragon Hunt.

Once you understand the sample game, you can commence with play, following the rules beginning on page 25.

OVERVIEW

Dragon Hunt is a two-player game that takes about 15 minutes to play one hand. You can play just one hand, or play to a set point total, like 50, which will take two or three hands. You are the leader of a mythical kingdom where Dragons and Dragon Slayers work for you to defeat your opponent's kingdom. The object of the game is to get rid of all the cards in your opponent's battlefield before they do the same to you. Dragon Hunt has 66 cards, 25 in the Dragon Deck and 41 in the Action Deck. The Dragon Deck provides cards for your battlefield. The Action Deck provides cards for your hand. Let's find out what the stuff on the cards means before we start the sample game.

DRAGON CARD

1. Type of card.
2. Name of Dragon.
3. Gold cost of Dragon
(*you pay Strength plus gold symbols if any*).
4. Strength and abilities of Dragon.
5. Italics are flavor text not relating to game.



TERRAIN CARD

1. Type of card.
2. Name of Terrain.
3. Gold that Terrain owner gets if Terrain works.
4. Strength Modifier of Terrain.



ACTION CARD

1. Type of card.
2. Name of card.
3. Gold cost to play card.
4. What card does in game.
5. Italics are flavor text not relating to game.



PREPARE FOR PLAY

You and your opponent sit opposite each other. You will each need some way to keep track of Gold Pieces. Counters or coins are best, but you can also use paper and pencil. Each player will start with 25 Gold Pieces. One player should read the sample game aloud as you play along. Bold text tells a player exactly what to do. Plain text is used to explain rules and strategy. Read through both bold and plain text to understand the complete turn.

Place the Dragon Deck and the Action Deck face down in the middle of the table within reach of both players. Remember not to shuffle the decks since they are in a preset order for this sample game.

One player draws the top six cards from the Dragon Deck. The other player then draws the next six cards from the Dragon Deck.

Each player examines their own cards. The player with Amphiptere is Player A, and will go first in the sample game. The other player is Player B.

PLAYER A: Arrange your Dragon Deck cards on the table, face down, in two rows from left to right as follows:

Front Row (closest to your opponent)

River	Colchis	Ocean
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Back Row (closest to you)

Amphiptere	Kulkulcan	Tiamat
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PLAYER B: Arrange your Dragon Deck cards on the table, face down, in two rows from left to right as follows:

Front Row (closest to your opponent)

Forest	Coral Reef	Guivre
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Back Row (closest to you)

Lake	Wyvern	Gryphon
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All battlefield cards begin the game face down. You may look at your own face-down cards whenever you wish.

PLAYER A: Draw the top seven cards from the Action Deck to make up your hand to begin the game. Your hand is Firebreathing, Ravens, Hailstorm, Marina, Magical Sword, Firebreathing, and Sacrifice.

PLAYER B: Draw the next seven cards from the Action Deck to make up your hand to begin the game. Your hand is Help, Golden Apple, Firebreathing, Poison Chalice, Sacrifice, Marina, and Golden Apple.

Each player makes sure they have 25 gold pieces, and the game is ready to begin.

Important Note: In order to ease the learning process, each player's battlefield and hand cards are named as they are drawn during the sample game. Normally your cards are unknown to your opponent until you reveal them during the course of play. The purpose of the sample game is to demonstrate how the game is played; it does not necessarily represent the best tactics.

Turn Sequence

During the game, players alternate taking turns. Each turn has three steps:

1. Draw a card from the Action Deck and add it to your hand. You must do this in each turn.
2. Rearrange your battlefield. This step is optional.

3. Choose one of the following options:

- Attack;
- Play a Dragon Slayer;
- Swap Out.

You must choose one, and only one, of these three options each turn. You can't "pass" and not do anything in the third step. Each of the three options in item 3 will be demonstrated throughout the sample game.

PLAYER A's FIRST TURN

Player A: Draw a card from the Action Deck and add it to your hand. (Sacrifice)

The first thing you do each turn is draw a card from the Action Deck.

Player A: From your battlefield, turn Amphiptere face up. The only time you pay for a Dragon is when it is turned face up. You must pay its strength plus any gold symbols that appear on the card. Since Amphiptere is zero strength and has no gold symbols, he will fight for you free of charge.

Player A: Point to Player B's front-center card and say, "Amphiptere attacks this card." Normally a Dragon can only attack from your front row, and only reach your opponent's front row. However, Amphiptere is a Flying Dragon, which means he can "fly" over one row to reach the row beyond. You know that Amphiptere

can fly by the word "Flying" following his strength on the card.

Player B: You must turn your front-center card that has just been attacked face up. Amphiptere has attacked your Terrain card, the Coral Reef. Whenever a Dragon attacks a Terrain card, check to see if the Dragon is a Scout. A Scout always eliminates a Terrain card. Since Amphiptere is a Scout, the Coral Reef is eliminated. You know that Amphiptere is a Scout because it says the word "Scout" on the card.

Player B: Create a Dragon Deck discard pile by placing Coral Reef next to the Dragon Deck. All cards discarded are placed face up in their respective discard piles. Terrain was eliminated by a Scout, so it is not replaced and Player B now has one vacant battlefield position.

PLAYER B's FIRST TURN

Player B: Draw a card from the Action Deck and add it to your hand. (Armor)

Player B: Move the Wyvern card from your back-center position to your front-center position, keeping him face down. Move your Forest card from your front-left position to your back-center position, keeping it face down. In each turn, you are allowed to rearrange your battlefield as desired after you draw a card and before you proceed to the next step. You must always have at least one card in your front row.

Player B: Turn Wyvern face up and pay four gold pieces for him. Wyvern's strength is 4 and he has no gold symbols, so his cost is four gold. If you are using paper and pencil to keep track of gold pieces, deduct four gold pieces from your total. If you are using counters, place four counters off to the side in a shared pile of used gold pieces.

Player B: Point to Amphiptere and say, "Wyvern attacks Amphiptere." You do not move Dragons to attack with them. Simply declare which card they are attacking. Wyvern "flies" over Player A's front row to reach the back row. We now have a battle. Compare the strengths of the two Dragons. The Dragon with the greater strength is ahead (if tied, the attacker is ahead). Players alternate playing Battle Actions from their hand as desired starting with the side that is behind in the battle until both players pass. At the end of a battle, the loser is killed, the winner survives, and all Battle Action cards are removed to the discard pile. In this battle, Wyvern is ahead of Amphiptere 4 to 0, so Player A has the first chance to play Battle Actions.

Player A: Play the card Sacrifice from your hand face up on to the table. Always read aloud the text under the picture to explain what the card does. You have decided you do not want to try to win this battle, so you play a card that benefits the loser of the battle, who at the

moment is you. Now it is up to Player B to pass or play a card.

Player B: Say, "I will pass and not play any Battle Actions." You are currently ahead in the battle so there is no need for you to play any cards. You don't mind paying the two gold from the Sacrifice card to eliminate one of Player A's positions.

Player A: Say, "I pass." Now that both players have passed, the battle is over.

Player B: Give Player A two of your gold pieces for the Sacrifice card. If you're using a paper and pencil to keep track of gold, deduct two from your total and add two to Player A's total.

Player A: Discard Amphiptere to the Dragon Deck discard pile, and discard the Sacrifice card to the Action Deck discard pile. Amphiptere is killed and Player A now has a vacant battlefield position. Killed Dragons are not replaced. Wyvern has survived so remains face up in your battlefield. For future rounds Wyvern is not "part of the battle" until one player declares that it is.

PLAYER A's SECOND TURN

Player A: Draw a card from the Action deck and add it to your hand. (Firebolt) You could rearrange your battlefield at this time, but you decide not to.

Player A: Discard Colchis from your battlefield to the Dragon Deck discard pile and replace him with the next card in the Dragon Deck. (Leviathan) Place this new card face down where Colchis was. If you do not attack one of your opponent's cards with a Dragon, another option is to "swap out" in hopes of getting a better card in your battlefield. That is what you have done here, in an attempt to get a big Dragon to go up against Wyvern. You've drawn Leviathan, who has a strength of 5. This ends your turn.

PLAYER B's SECOND TURN

Player B: Draw a card from the Action Deck and add it to your hand. (Firebolt) You could rearrange your battlefield at this time, but you decide not to.

Player B: Point to Player A's front-right position (your left) and say, "Wyvern attacks this card." Wyvern is a Flyer, so he can attack any card in Player A's battlefield from his current position. He decides to attack one row away.

Player A: Turn the attacked card face up. Wyvern has attacked your Terrain card called the Ocean. When a Dragon that is not a Scout (such as Wyvern) attacks a Terrain card, the Terrain becomes attached to the Dragon. The Terrain owner gains gold equal to the gold symbols on the Terrain, and replaces the Terrain card with the next card in the Dragon Deck.

Player A: Place the Ocean card partially underneath Wyvern. Add two to your gold piece total from the shared pile. Draw the next card from the Dragon Deck and place it face down where your Ocean was. The new card is Typhon. Wyvern now has a -1 strength modifier from the Ocean, so his strength is currently 3.

Before proceeding, let's review how Terrain Cards work. When a Scout Dragon attacks a Terrain, the Terrain is destroyed (and not replaced). Neither player gains gold. When a non-Scout Dragon attacks a Terrain, the Terrain card attaches to the attacking Dragon, the Terrain owner gains gold from the shared used gold pile, and the Terrain card is replaced, drawing from the Dragon Deck.

PLAYER A's THIRD TURN

Player A: Draw a card from the Action Deck and add it to your hand. (Cadmus) Again you decide not to rearrange your battlefield.

Player A: Pay two gold pieces and play the Dragon Slayer Action card called Cadmus from your hand on the Wyvern card. Whenever you play a card from your hand, only pay the amount indicated by the gold circle symbols. Once you have drawn a card and rearranged your battlefield you must do one—and only one—of three options for play. One option is to attack an opponent's card with a Dragon. The second option is to

swap out. The third option is what you are doing now: to play a Dragon Slayer on any face up Dragon in your opponent's battlefield. Since Wyvern is a flying Dragon, Cadmus can be played on him. Whenever you play a card from your hand that has gold symbols on it, you must pay that many gold pieces to play the card.

Player B: Play the Reaction card Marina from your hand on Cadmus. Discard Cadmus and Marina. Marina is the only defense against a Dragon Slayer. Wyvern survives, and Cadmus has no effect, but must still be paid for by Player A even though Cadmus was countered. You cannot play Battle Actions during a Dragon Slayer action.

PLAYER B's THIRD TURN

Player B: Draw a card from the Action Deck and add it to your hand. (Firebreathing) Again you decide not to rearrange your battlefield.

Player B: Turn Guivre face up and pay two gold pieces for him. Guivre's strength is 2 and he has no gold symbols, so his cost is two gold pieces.

Player B: Point to Player A's front-center and say, "Guivre attacks this card."

Player A: Turn the attacked card face up (Leviathan) and pay five gold pieces for Leviathan. Leviathan's strength is 5 and he has no gold symbols, so his cost is five gold pieces. We have a battle between Guivre and

Leviathan. Guivre is behind 2 to 5, so Player B has the first chance to play Battle Action cards.

Player B: Play the Golden Apple card on Guivre paying one gold piece for it. Guivre would normally be killed for losing a battle, but survives with the Golden Apple.

Player A: Say, "I pass," and do not play any Battle Action cards.

Player B: Play the Sacrifice card. Now you gain two gold from Player A because you lost the battle, even though Guivre survives with the Golden Apple. The battle still had a winner and loser. This is known as a "combination" of two cards working well together.

Player A: Say, "I pass," and do not play any Battle Action cards.

Player B: You pass also, ending the battle. Collect two gold from Player A and discard the Golden Apple and the Sacrifice face up to the Action Deck discard pile. All Battle Action cards used in a battle are discarded at the end of the battle.

PLAYER A's FOURTH TURN

Player A: Draw a card from the Action Deck and add it to your hand. (Fireball) Again, you decide not to rearrange your battlefield.

Player A: Point to Guivre and say, "Leviathan attacks Guivre." Leviathan is ahead in the battle 5 to 2, so Player B gets to play the first Battle Action card.

Player B: Pay one gold piece and play the Help card on Guivre and say, "Wyvern is helping Guivre." One way to have more than one Dragon fight on your side of a battle is to play the "Help" card. Wyvern adds 3 strength to your side of the battle. (His strength is reduced by 1 because of the Ocean attached to him.) The battle is now tied, but Leviathan is still ahead, because ties go to the attacker.

Player A: Say, "I pass," and do not play any Battle Action cards. You are still ahead in the battle so you decide not to do anything yet.

Player B: Play the Firebreathing card on Guivre. This card is free to play because it has no gold symbols on it. You could have played the Firebreathing on Wyvern. The result would be the same. Guivre and Wyvern now lead in the battle 6 to 5.

Player A: Play the Firebreathing card on Leviathan. Now that you are behind in the battle, you decide to play a card to get ahead. You are now ahead 6 to 6 (since you are the attacker, and ties go to the attacker).

Player B: Play the Battle Reaction card Armor on Player A's Firebreathing. Discard both the Armor card and the Firebreathing card played by Player A. You

have canceled the Firebreathing card with your Armor, so Leviathan trails once again, 6 to 5.

Player A: Pay one gold piece and play the card Hailstorm to the table. Hailstorm is a Battle Action card that affects all flying Dragons in the battle. Since it could apply to more than one Dragon in a battle, it is played to the table rather than on a particular Dragon. The only flying Dragon in the battle is Wyvern, whose strength is now 1 for the rest of this battle because of the Hailstorm. Leviathan now leads 5 to 4.

Player B: Pay three gold pieces and play the card Poison Chalice. The battle score is still 5 to 4, but with the Poison Chalice in play, the lower strength wins, so Leviathan is now losing the battle. (*Important note:* the Poison Chalice has no effect if the score is tied; the attacker is still ahead.) At this point, Player A can only contest the battle by playing Battle Action cards on his opponent's Dragons so they would have the higher total strength. This would put Player A ahead, due to the play of the Poison Chalice. If Player A could tie the battle score that would nullify the Poison Chalice and put Leviathan back ahead as the attacker.

Player A: Play the Ravens card on Wyvern. This is one of the few times you would want to play a Battle Action on one of your opponent's Dragons. Ravens can be played on Wyvern because he is a Flyer. Leviathan is

now behind in strength 5 to 6, which puts him ahead because of the Poison Chalice card.

Player B: Pay one gold piece and play the Golden Apple card on Wyvern. Since you have only two cards in your hand and Player A has six, chances are that you won't be able to win this battle. You save Wyvern by playing the Golden Apple.

Player A: Say, "I pass," and do not play any Battle Action cards.

Player B: Say, "I pass," and do not play any Battle Action cards. Discard Guivre to the Dragon Deck discard pile and all Battle Action cards used in this battle to the Action Deck discard pile.

PLAYER B's FOURTH TURN

Player B: Draw a card from the Action Deck, add it to your hand. (Magical Sword) You decide not to rearrange your battlefield.

Player B: Discard Gryphon from your rear-right battlefield position and replace him with the next card in the Dragon Deck. The new card is placed face down where Gryphon was. One of the three things you can do after drawing and moving your cards around is to "swap out." The new card you drew is Celestial. This Dragon should help you deal with Leviathan. Your turn ends.

PLAYER A's FIFTH TURN

Player A: Draw a card from the Action Deck and add it to your hand. (Sir Lancelot) You have drawn just the card you need. Once again you decide not to rearrange your battlefield.

Player A: Pay two gold pieces and play Sir Lancelot on Wyvern. Sir Lancelot kills Dragons of 3 or less strength. Wyvern has a -1 strength modifier from the Ocean card, so Sir Lancelot can be played on Wyvern.

Player B: Discard Wyvern and the Ocean attached to him to the Dragon Deck discard pile and discard Sir Lancelot to the Action Deck discard pile. Unfortunately, you don't have Marina, the one card that would have stopped Sir Lancelot. Now that you have lost all three front row positions you must immediately move your entire back row to become your front row. Remember there must always be a front row.

PLAYER B's FIFTH TURN

Player B: Draw a card from the Action Deck and add it to your hand. (Battle Chaos) You decide not to rearrange your battlefield this turn. You could have decided to move one to two cards to your back row.

Player B: Discard the Lake from your battlefield and replace it with the next card in the Dragon Deck. (Tarasque) This ends your turn.

PLAYER A's SIXTH TURN

Player A: Draw a card from the Action Deck and add it to your hand. (Sir Gallahad) You decide not to rearrange your battlefield this turn.

Player A: Point to Player B's front center card and say, "Leviathan attacks this card."

Player B: Turn the attacked card face up. It is the terrain card Forest. Place the Forest partially underneath Leviathan. Add two from the shared pile to your gold piece total. Draw the next card from the Dragon Deck and place it face down where your Forest was. The new card is Ri-Riu. Leviathan has a -1 strength modifier from the Forest, so his strength is currently 4.

PLAYER B's SIXTH TURN

Player B: Draw a card from the Action Deck and add it to your hand. (Panther)

Player B: Move Ri-Riu to your back-center and move Celestial to your front-right. This time you take advantage of the chance to rearrange your battlefield.

Player B: Turn Ri-Riu face up and pay one gold piece for him.

Player B: Point to Player A's rear-right card (your left, and say, "Ri-Riu attacks this card." As a Super Flyer, Ri-Riu is able to attack from your back row and reach your opponent's back row.

Player A: Turn over the attacked card. It is Tiamat, who costs three gold pieces. We now have a battle with Ri-Riu behind 0 to 3, Player B has the first chance to play a Battle Action card.

Player B: Play Battle Chaos to the table. Turn Celestial face up (paying five gold pieces for him) and say, "Celestial joins the battle." Battle Chaos allows both players to bring as many Dragons as they want into the battle. For the rest of the battle, you may bring a Dragon into the battle instead of playing a Battle Action card. Celestial and Ri-Riu now lead 5 to 3.

Player A: Pay two gold pieces and play the card Firebolt on Tiamat. Tiamat now leads 6 to 5.

Player B: Turn Tarasque face up, pay three gold for him, and say, "Tarasque joins the battle." Tarasque enters by virtue of the Battle Chaos card. Ri Riu / Celestial / Tarasque lead 8 to 6.

Player A: Say, "Leviathan joins the battle." Leviathan's entry is made possible by the Battle Chaos card. Leviathan adds 4 to Player A's side. (5 minus 1 for the Forest attached to him). Tiamat and Leviathan now lead 10 to 8.

Player B: Pay one gold piece and play the Magical Sword card on Ri-Riu. Ri-Riu / Celestial / Tarasque lead 10 to 10. (Remember, the attacker is ahead in a tie.)

Player A: Play Firebreathing on Leviathan. Leviathan / Tiamat now lead 11 to 10.

Player B: Play the Firebreathing card on Tarasque. Ri-Riu / Celestial / Tarasque lead 11 to 11.

Player A: Pay three gold pieces and play the Fireball card on Tiamat. Leviathan / Tiamat now lead 15 to 11.

Player B: Pay four gold and play the Panther card on Celestial. Ri-Riu / Celestial / Tarasque lead 16 to 15.

Player A: Pay one gold piece and play the Magical Sword card on Leviathan. Leviathan / Tiamat lead 17 to 16.

Player B: At this point, Player B has nothing left to play that will save the battle. The Firebolt card would add 3 strength to one of his Dragons, but it costs two gold pieces and Player B has only one gold piece left. Player B loses all three Dragons, and with no card left in the battlefield, Player B has lost the game.

SCORING

The winner scores 25 points for the win, plus 1 point for each occupied battlefield position and 1 point for each gold piece remaining. The loser scores 1 point for each remaining gold piece. The score of our sample game is 38 to 1 in favor of Player A. It is customary to play a match to 50 points, which would take two or three hands.

You will notice that we did not use all the cards in the sample game. If you are ready to play a game on your own, shuffle all the Dragon Deck cards together and the Action Deck cards together and refer to the rules starting on page 25.

If you would like to play the sample game again, refer to page 24 of this booklet for the correct card order.

SAMPLE GAME CARD ORDER (top to bottom)

Dragon Deck:

River
Colchis
Ocean
Amphiptere
Kulkulcan
Tiamat
Forest
Coral Reef
Gurvre
Lake
Wyvern
Gryphon
Leviathan
Typhon
Celestial
Tarasque
Ri-Riu

Action Deck:

Firebreathing
Ravens
Marina
Magical Sword
Firebreathing
Sacrifice
Help
Golden Apple
Firebreathing
Poison Chalice
Sacrifice
Marina
Golden Apple
Sacrifice
Armor
Fire Bolt
Fire Bolt
Cadmus
Firebreathing
Fireball
Magical Sword
Sir Lancelot
Battle Chaos
Sir Gallahad
Panther

*The remaining cards
in the Dragon Deck
and Action Deck are
not used in the
sample game.*

DRAGON HUNT

Part II: Rules

The best way to learn Dragon Hunt is to play through the sample game as shown on pages 3-23. Once you have done this, you can use the following rules as a reference when playing.

This section is divided into three subsections:

- ***OVERVIEW OF PLAY***
- ***RULES:*** The rules are arranged alphabetically by subject.
- ***STRATEGY TIPS:*** Once you've played a few times, read this section for hints on improving play.

OVERVIEW OF PLAY

Players: Dragon Hunt is for two players, ages 10 and up.
Approximate Playing Time: 15 minutes per hand.

Object of the Game

You win if you eliminate all cards in your opponent's battlefield. Players alternate taking turns until one of the players has lost all of his or her battlefield cards.

Setup

Dragon Hunt uses two decks: the Dragon Deck and the Action Deck. The Dragon Deck provides cards for your battlefield; the Action Deck provides cards for your hand. Shuffle the Dragon Deck and place it face

down on the table within reach of both players. Do the same with the Action Deck.

Choose a dealer. The dealer deals six cards from the Dragon Deck to each player. Each player examines their cards and arranges them in two rows of three on the table to form their starting battlefield. All battlefield cards begin the game face down, unknown to your opponent. You may look at your own face-down cards at any time.

The dealer deals seven cards from the Action Deck to each player to make up their hands.

Each player begins the game with 25 gold pieces. Keep track of gold totals with some sort of tokens (i.e. coins or chip counters), or use a paper and pencil.

Determine who will go first. This may be done randomly, or, if playing to 50 or 100 points, the player who lost the last game goes first in this game.

Turn Sequence

During the game, players alternate taking turns. Each turn has three steps:

1. Draw a card from the Action Deck and add it to your hand. You must do this in each turn.
2. Rearrange your battlefield. This step is optional.
3. Choose one of the following:
 - Attack;
 - Play a Dragon Slayer;
 - Swap Out.

You must choose one, and only one, of these three options in step three of each turn. You can't "pass" and do nothing in the third step.

Scoring

The winner scores 25 points for the win, plus 1 point for each of his occupied battlefield positions, plus 1 point for each gold piece he has left. The loser scores 1 point for each gold piece he has left.

Dragon Hunt is even more fun when playing a Match. Set a point total like 50 or 100, and the first player to achieve that score wins. This makes it important to score as many points as you can, even when you are losing a game. Refer to the appropriate Rules section for details on how to play each step. The rules are arranged alphabetically by subject.

RULES

Attacking

Attacking is one of the three options available to you in the third step of the turn. You may attack only once per turn. You may attack only with a Dragon, so if you have nothing but Terrain in your battlefield you cannot use this option.

Select one of your Dragons to make the attack. If the Dragon is face down, turn it face up and pay for it in gold pieces. (Once a Dragon is paid for, it remains face up. It is only paid for once.) Point to one of your

opponent's occupied battlefield positions and declare it as the target of your attack.

The target position must be in range of the attacker. Any Dragon can attack from your front row and reach any card in your opponent's front row. Flying Dragons may "fly" over one row to attack any position in the row beyond. Super Flyers are the only Dragons that can attack from your back row and reach your opponent's back row.

If the attacked card is face down, it is turned face up. If a Dragon is revealed, the defending player pays for it in gold pieces.

Resolve the attack by one of the following methods, as appropriate:

Dragon (Scout) vs. Terrain: When a Scout attacks Terrain, the Terrain is eliminated. Eliminated cards are placed in a discard pile.

Dragon (non-Scout) vs. Terrain: When a non Scout attacks Terrain, three things happen:

- The Terrain card is attached to the attacking Dragon.
- The Terrain owner gains gold equal to the number of gold symbols on the Terrain from the shared used gold pile.
- The Terrain owner draws the next card from the Dragon Deck and places it face down where the Terrain was.

Dragon vs. Dragon: When Dragon attacks Dragon, a battle begins. Compare the two Dragons' strengths. The Dragon with higher strength is ahead (ties are in favor of the attacker).

Starting with the player whose Dragon is behind, both players may play as many Battle Action cards as they wish (as long as gold costs are paid). Go back and forth: each player either plays a Battle Action or says "Pass."

Strength modifier Battle Actions are played on an individual Dragon. Other types of Battle Actions are played to the table and create a condition that applies to the overall battle. The Battle Reaction card Armor may be played to cancel the play of an opponent's Battle Action card that has the words "strength modifier" on it. (Armor and the canceled Battle Action are immediately discarded.)

As Battle Actions are played, keep track of who is ahead in the battle, taking modifiers into account. Continue until both players pass.

The Dragon with the lower strength loses the battle and is killed (discarded). If tied, the attacker wins.

After resolving a battle, all Battle Action cards used in the battle are discarded.

Battle Chaos

See "Help and Battle Chaos."

Decks

Dragon Hunt uses two decks: the Dragon Deck and the Action Deck.

The Dragon Deck provides battlefield cards. Whenever you replace a card in your battlefield, the new card comes from the Dragon Deck. This occurs in only two situations: when you swap out, or when one of your Terrain cards is attacked by a Dragon that is not a Scout.

The Action Deck provides the cards for your hand. Both players start the game with seven cards in their hands. The first step of each turn is to draw a card from the Action Deck. There is no limit on hand size once the game starts.

If you run out of cards in either the Dragon Deck or the Action Deck, keep playing with the cards you have. Do not reshuffle either deck. You will not draw a card to start your turn if the Action Deck is empty. If you have to "swap out" a card from your battlefield when the Dragon Deck is empty, you do not replace it and lose the position.

Dragon Slayers

Playing a Dragon Slayer is one of the three options available to you in the third phase of the turn. Only one Dragon Slayer may be played in a turn. You can only play a Dragon Slayer on a face-up Dragon.

Pay the gold cost of the Dragon Slayer and play it on an eligible target. Dragon Slayers that target a

certain strength Dragon must observe the Dragon's current strength, including Terrain modifiers.

Dragon Slayer vs. Dragon is not considered a battle, so no Battle Actions can be played.

The only defense against a Dragon Slayer is the Reaction card Marina. The Dragon's owner may play Marina to cancel the Dragon Slayer. If this happens, the Dragon survives and the Dragon Slayer is discarded. The Dragon Slayer is still paid for and counts as having been played for the one action in phase three.

Face-Down and Face-Up Cards

All Battlefield cards start face down: the six you begin with, and any that are drawn from the Dragon Deck during the course of the game.

Dragons must remain face down until they attack or are attacked.

Terrains must remain face down until they are attacked by a Dragon. (Terrain cards cannot attack.)

Dragons that have been turned face up may not be turned face down.

Gold

Each player starts with 25 gold pieces. Gold is used to pay for Dragons and Action Deck cards played. Gold is paid into the shared pile. When gold is gained from a Terrain card it is taken from the shared pile.

For Dragons, pay gold equal to the Dragon's

strength, plus one additional gold if the Dragon has a gold symbol. Payment is made when the Dragon is turned face up.

For Action Deck cards, pay gold equal to the number of gold symbols on the card. Payment is made before you play the card.

Gold symbols on Terrain are not for you to pay. They indicate how much gold the Terrain owner gains when the Terrain is attacked by a Dragon that is not a Scout.

Gaining Gold

There are only two ways to get more gold:

1. When an opposing Dragon that is not a Scout attacks one of your Terrain cards, you gain gold equal to the number of gold symbols on the Terrain card.
2. Play the Sacrifice card in a battle. If you lose the battle, take two gold pieces from the winner of the battle. Sacrifice is the only instance where gold is transferred from one player to another.

Running Out of Gold

If you run out of gold, you cannot play Action Deck cards that have gold symbols. Also, you cannot attack with a face-down Dragon (unless the Dragon has no gold cost). If one of your Dragons is attacked and you don't have enough gold to pay for it, you must pay as much as you can. The attacked Dragon is then eliminated without a battle.

Help and Battle Chaos

The only way to have more than one Dragon fight for you in a single battle is to play the Help or Battle Chaos cards.

Help

Add one eligible Dragon to your side of a battle. Help from "one card away" includes diagonally. Helping Dragons do not have to be within attack range of the opposing card; in other words, non-flying Dragons may help a battle even if they would not have been able to initiate the attack.

If the helping Dragon is face down, turn it face up and pay for it.

If you lose the battle, helping Dragons are killed, along with your Dragon that began the battle.

Battle Chaos

Add one of your Dragons to your side of the battle when you play Battle Chaos. For the rest of the battle, both players may, instead of playing a Battle Action card, add another of their Dragons to the battle. Any face down Dragon that joins the battle must be paid for. All Dragons on the losing side of the battle are killed.

Italic Card Text

Italic card text is "flavor text." It has no bearing on game play. All of the Dragons and Dragon Slayers in Dragon Hunt are drawn from mythology. Italic text on

a card is background information on the mythology of the card name.

Rearranging Your Battlefield

During the second step of each turn, you may rearrange all the cards in your battlefield as desired, with the following restrictions:

- No cards may be turned face up or face down as you are rearranging.
- Attached Terrain must remain on the Dragon to which it is attached.
- You can't have more than three cards in either row (not counting attached Terrain).
- You must have at least one card in your front row.

Important note: If you lose the last card in your front row during the game, you must immediately move your entire back row into your front row.

Strength Less Than Zero

Due to Terrain and Battle Action modifiers it is possible for a Dragon's strength to drop below zero. Negative strength does not kill a Dragon. It simply means the Dragon has a negative number for strength comparisons.

Swapping Out

Swapping out is one of the three options available to you in the third phase of the turn. You may swap out only once per turn.

Discard from your battlefield: a face-down Dragon, or a

face-down Terrain, or a face-up Dragon (including any attached Terrain). This creates a temporary vacancy in your battlefield. Refill it with the next card in the Dragon Deck. The new card enters face down, even if you discarded a face-up Dragon.

STRATEGY TIPS

The hardest decision in Dragon Hunt is choosing when to fight a battle and when to give up (and save the cards in your hand for later battles). You will quickly find yourself out of gold if you try to fight every battle to the finish. Try to look ahead to the next turn to determine if it is wise to contest a battle.

Save your Armor cards for the larger strength modifiers. This way your opponent not only loses a big strength modifier card, but also the gold used to pay for it.

Keep track of Dragon Slayers and Marina cards as they are played. There are five Dragon Slayers in the deck and three Marinas. Keeping track will enable you to judge whether or not you can successfully play a Slayer.

As you play, you will discover many other strategies that will help you win. You will find that Dragon Hunt rewards skillful card play.

QUICK REFERENCE GUIDE

Turn Sequence:

During the game, players alternate taking turns. Each turn has three steps:

1. Draw a card from the Action deck and add it to your hand. You must do this in each turn.
2. Rearrange your battlefield. This step is optional.
3. Choose one of the following options:
 - Attack;
 - Play a Dragon Slayer;
 - Swap out.

You must choose one, and only one, of these three options in the third step of each turn. You can't "pass" and not do anything.

Scoring

The winner scores 25 points for the win, plus 1 point for each of his occupied battlefield positions, plus 1 point for each gold piece he has left. The loser scores 1 point for each gold piece he has left.

